

ШАТСН THE SKIES

WATCH THE SKIES

The Pitch

It's 1957, and you are in Palomar Gardens, the slightly seedy California home base of "Professor" George Adamski's flying saucer cult. Tonight the extraterrestrials that have been visiting Adamski for years are returning. He's announced that they are arriving to meet his followers and welcome them to the cosmic colloquy of enlightened beings. A flying saucer will fly overhead, and later the extraterrestrials will arrive in Palomar Gardens. It's the night everybody has been waiting for - the desert sky is clear and bright, the air is charged with anticipation, and the cocktail bar is fully stocked.

Notes

If you plan on playing this game, you might have more fun if you stop reading this right now. At least avoid reading the secret roles. If you are facilitating Watch the Skies, read it all twice! Watch the Skies! is centered around real people. All the public roles are folks who were in George Adamski's orbit in 1957 and only slight disrepect is intended. A very few facts were judiciously changed in the service of juicier conflicts. The secret roles, on the other hand, are pure silliness. *Or are they?*

Preparing for Play

The play area should be a normal home outfitted for a party, ideally one where stargazing can be on the agenda. A mid-fifties southern California theme for dress, music, and food is ideal. Adamski was an unabashed bon vivant and enjoyed The Sparkeltones and Billy Lee Riley.

You'll need one or two facilitators, who play no character and have no agenda beyond being gracious hosts and making sure the game goes well. As facilitator, you can review any player's secret role if you like. You also have the pleasure of preparing the props and play space and building a flying saucer.

The Props you'll need to find or make:

- A flying saucer
- The Space Brotherhood symbol sketched on paper
- The Granicus, with the symbol of the Space Brotherhood
- A cheap fake moon crystal
- A faked UFO photo (ideally of the saucer you made)

Props you'll need to print out and loosely hide:

- A racy, pseudonymous love letter
- A book proposal
- A Cyrillic one-time pad

Props that go in secret role packets:

- CIA ID and business cards
- AFOSI ID and business cards
- Technical drawings and photos

Some of the secret roles have items that need to be casually hidden around the play area. Don't make these too hard to find! If you don't want to know which secret roles are in play or who is playing them, just leave the four clues in place. If you would prefer to omit the red herrings, observe which secret roles are taken and remove any clues related to unplayed roles.

All roles, public and private, are described on index cards. Secret roles should come in a plain manila envelope, with any supplementary material associated with the role included. The players can choose public roles on the spot or be assigned roles in advance. Each character is a real person whose information generally follows actual history. Each player (except George Adamski) also receives a secret role at random. There are more secret roles than public roles, so each game will be slightly different. Each role has a goal or goals associated with it. Players should angle toward achieving these goals by the end of the evening. They are the game's secret sauce.

If you have more than eight guests, continue passing out public and secret roles (you have a couple extra) and let the overflow play minor disciples and skeptical locals.

Playing the Game

Welcome guests and allow them to read their role information and then mingle.

Schedule the flying saucer flyover around 1.5 hours into the game, and the arrival of the extraterrestrials at 3 hours in. The facilitator can adjust this timeline in the interest of pacing by consulting with Adamski, and perhaps certain others. Admaski can announce "revelations" of schedule changes at any time. Whether the saucer actually flies over or the extraterrestrials show themselves will depend entirely on the players. The facilitators should probably rig up a flying saucer and conceal it outside, in case a sighting - real or faked - is called for.

Several roles might introduce the saucer, but if no one does, feel free to introduce it anyway if that seems fun. Is it a fake? Is it real? The players will decide.

The Rules

These rules are printed on every public role card:

Pretend you are actually at a party, because you are. Play nice. No fighting, wrestling, chasing, grabbing, or nonsense. Other forms of contact can be implied or acted out, but only consensually. For example, if you want to steal something, ask the player you are stealing from to help you make it a fun moment.

Once per hour - so three times during the game - you can force another player to privately reveal their secret role to you. You do this by pointing both index fingers at them, looking them in the eye, and saying "Seriously now. Who are you?" This transaction should be done in private. Remember that they may be able, in turn, to find out what your secret role is.

If you learn a secret legitimately, you can do whatever you want with that information. If you learn a secret by mistake, just pretend you didn't. If you want to spread disinformation, by all means go ahead.

Credits

Written by Jason Morningstar. Thanks to Nick Wedig, Marc Majcher, Paul Beakley and Graham Walmsley.

Add a hastily scrawled signature in blue or red ink to the ID cards. Laminate these if you can.
The rest are business cards players can hand out if they wish.

OFFICIAL ID
Central Intelligence Agency
United States of America

Office of Domestic Affairs
Box 2281
Maclean, Virginia



2240024

OFFICIAL ID
United States Air Force
Office of Special Investigations

MSCOP 5R
31 Jefferson Avenue
Kirtland AFB
Albuquerque, New Mexico



Agent Signature

MSCOP66972

SPECIAL AGENT
Central Intelligence Agency
United States of America

Office of Domestic Affairs
Box 2281
Maclean, Virginia



SPECIAL AGENT
United States Air Force
Office of Special Investigations

MSCOP 5R
31 Jefferson Avenue
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We Serve and Protect the interests of
the United States Air Force

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Albuquerque, New Mexico



We Serve and Protect the interests of
the United States Air Force

Scratch a bunch of these off, ideally with different pens and pencils to simulate use over time!

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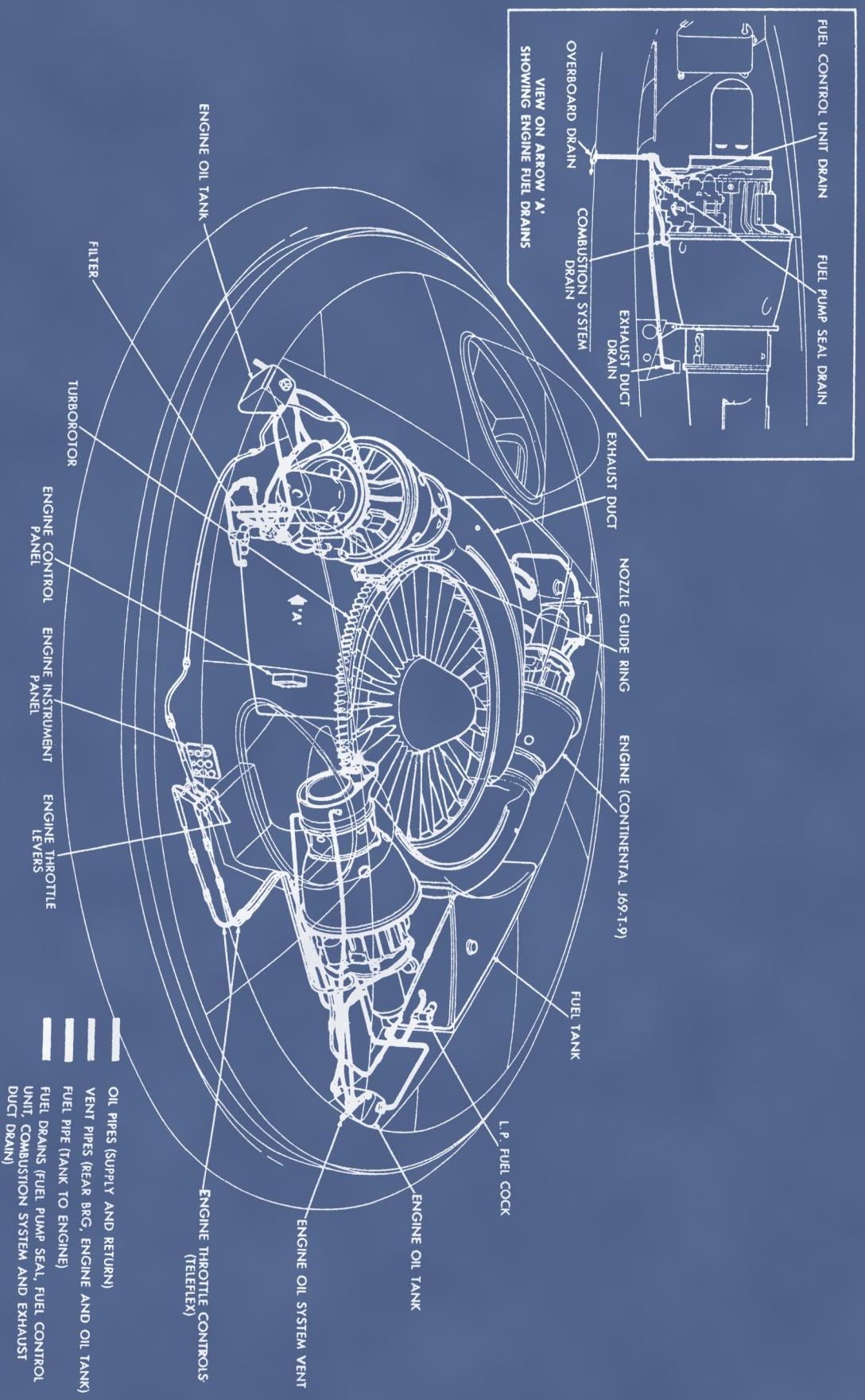
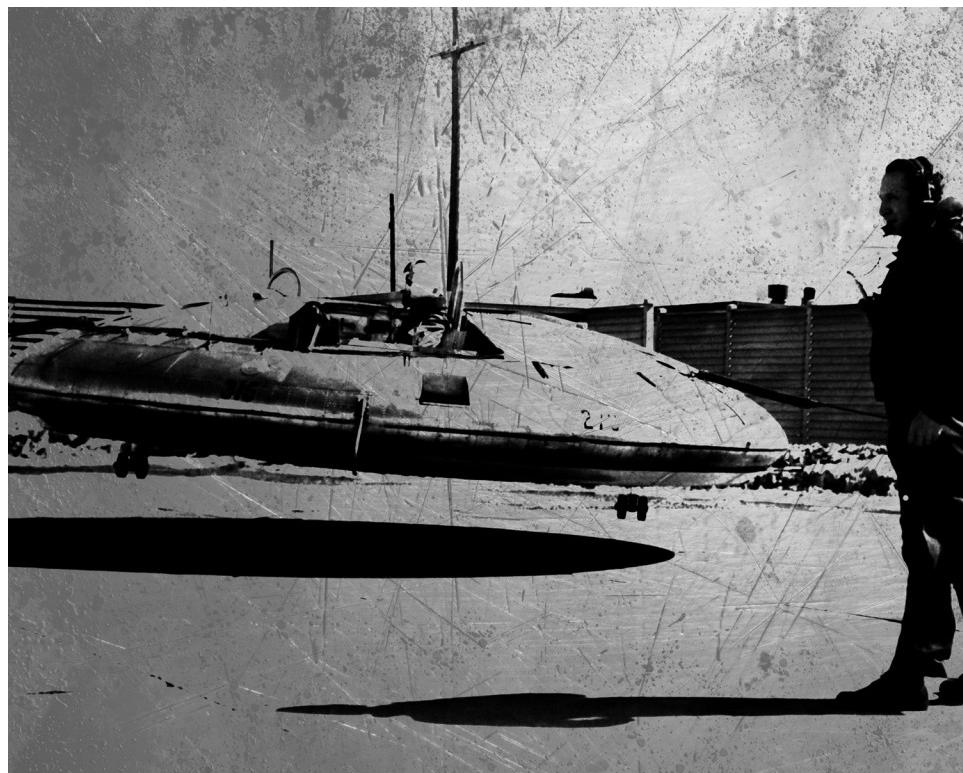
SECRET

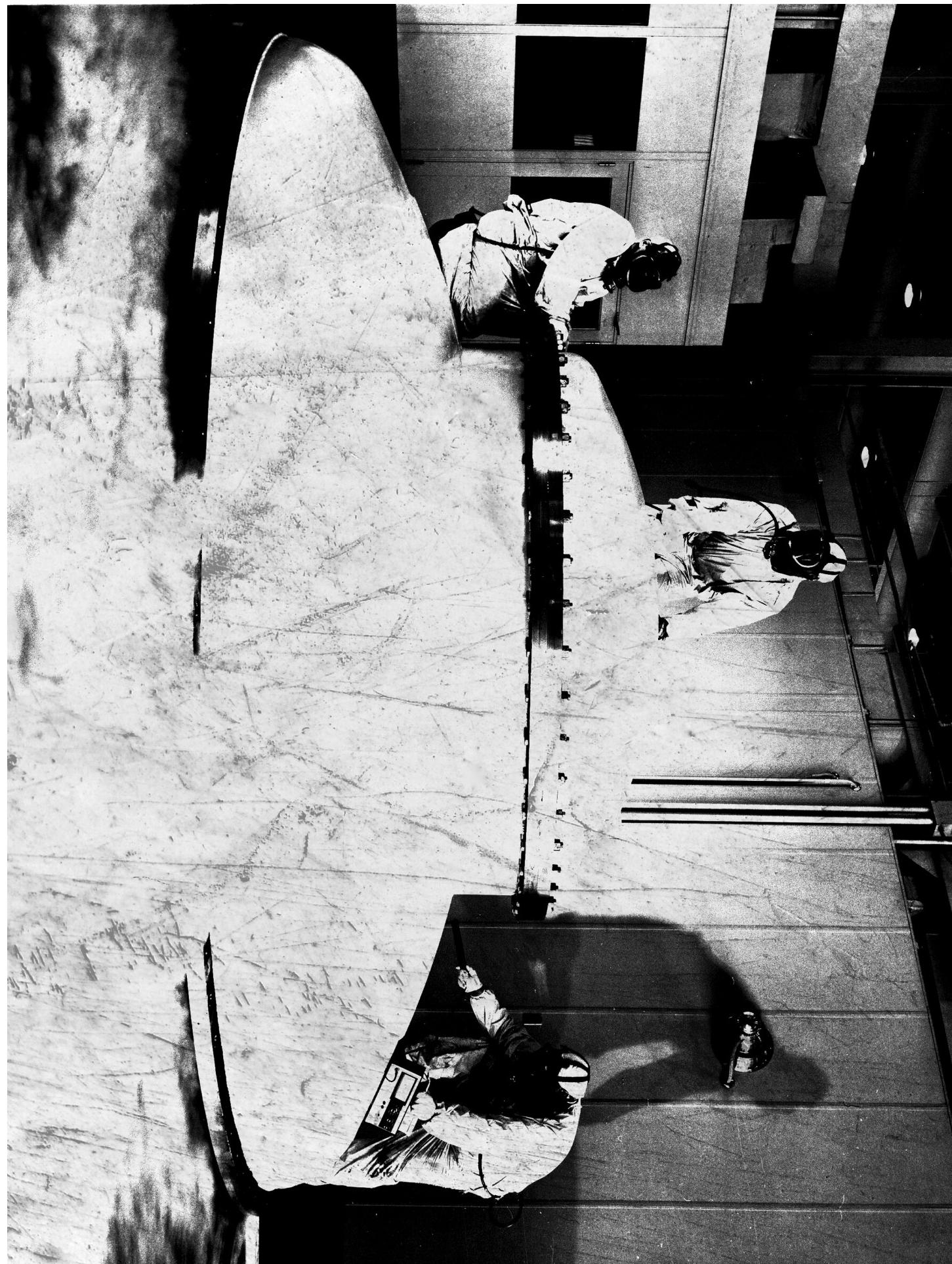
FIG. 14 POWERPLANT INSTALLATION

SECRET



TOP SECRET//INDIGO//NOFORN//ORCON//56X2





Desert Hideaway Motel

RAMONA CALIFORNIA

My lovely love,

As I sit to type these words to you, I cannot help but thrill at our little secret. If only the others knew! What a scandal that would be.

And yet I almost crave it, don't you? No more hiding, no more furtive assignations, only love free and clear, out in the open for the world to see, you and I against the world at last!

I am reminded of the words of that old curmudgeon Friedrich Wilhelm Nietzsche: "True, we love life, not because we are used to living, but because we are used to loving. There is always some madness in love, but there is also always some reason in madness."

Oh, that sweet madness! My love for you is so intense it threatens my very sanity!

We'll see each other again, in the bittersweet agony of unknowing company, but soon after in lusty secret. That is my fondest wish, and until then,

I am your

SWEET SPANIEL

POOL - LOUNGE - ALL ROOMS AIR CONDITIONED
Conveniently located off State Highway 78

BOOK PROPOSAL: INSIDE THE SAUCER SCAM

This book will blow the lid off the whole affair. It will contain:

- * Shocking insider information on various luminaries in the flying saucer world
- * Evidence of fraud and malfeasance reaching to the highest levels
- * How the flying saucer contact industry is connected to the military-industrial complex
- * The role of Communists and other undesirables

I am envisioning a trade paperback that can be ready for printing in three months, something along the lines of Flying Saucers Are Real or perhaps Inside the Flying Saucers, but with a tell-all insider's point of view (that you know I can deliver).

My feeling is that the revelations in this book will bring much-needed exposure to the real issue at the heart of the flying saucer phenomena. The media possibilities (and subsequent rise in sales) will be effectively unlimited. I also believe the book can lay the groundwork for several profitable sequels.

Please consider this proposal STRICTLY CONFIDENTIAL. My connections to various people within the flying saucer community - sources as well as powerful opponents - would be severely compromised if word of this book were to leak.

*You can print these out and glue them to index cards, or print them on cardstock, or whatever works for you.
They are set up to be folded like little tents, front and back.*

Humble Leslie and Discreet Williamson Become Galactic Ambassador

Bud with at least two sexual partners and hopefully more
End the evening with more true believers than you started with
Apoint Earth's Galactic Ambassador

GOALS

DAVIDSON: Persuadable skeptic
LESLIE: Close collaborator and friend
WELLS: Rich old friend and lover
LOUGHHEAD: Made of money
WILLIAMS: Triumphant copycat
MCGINNIS: Secretary and new lover
HONEY: Loyal young retailer

George Adamski: Opinions

GEORGE ADAMSKI

You are the 66-year-old "Professor," a fringe religionist, entrepreneur, and weirdness magnet. You are the founder of the Royal Order of Tibet, a theosophical front that masked a moonshine operation during prohibition. Now you are a teacher and philosopher. The first space being to greet you was Orthon of Venus. Being a flying saucer contactee has proven very lucrative and brought you wealth, fame, and willing bedroom partners. Whether you sincerely believe you are being visited by extraterrestrials or consider the whole enterprise one long scam is entirely up to you. In either case, you've announced that the Space Brothers are returning soon, and plan to appoint one of your followers Galactic Ambassador, view a flying saucer (1.5 hours into the game), and possibly meet some extraterrestrials this evening (3 hours into the game). It is in your best interest to either make these things happen or have a good explanation if they do not.

You have no secret role.

Humble Leslie and Discreet Williamson Become Galactic Ambassador

GOALS

DAVIDSON: Dangerous outsider
LESLIE: Your rival for the Professor's attention
WELLS: Loyalty friend of Adamski
LOUGHHEAD: Rich and of varying devotion
WILLIAMS: Loudmouth faker
MCGINNIS: You love her from afar
ADAMSKI: The boss and your meal ticket

Carol A. Honey: Opinions

CAROL A. HONEY

A ruggedly handsome young man with an unfortunate name, you are a radio technician from Boise, Idaho. Although new to Palomar Gardens, you are already Adamski's right hand man and lecture coordinator. You dream of the power, wealth, and fame that will come from being at the epicenter of the coming world-shaking revelations. You need to screw up your courage and ask Adamski to make you Galactic Ambassador tonight! If you can stay firmly by Adamski's side and repel the insidious, sycophantic machinations of men who covet your position, you will go far in great happiness. What girl can resist a Galactic Ambassador?

ALICE K. WELLS Put Alice K. Wells firmly in her place
End the evening with only one lover and no hard feelings

Exposes any threats to Adamski (other than yourself perhaps)
End the evening without you or Laughead writing any checks

GOALS

DAVIDSON: Busybody scientist
LESLIE: Knows your secret
WELLS: Old crone and ornithic rival
LOUGHHEAD: Old man
WILLIAMSON: Secret lover,暖昧者
HONEY: Clever and earnest
ADAMSKI: Boss and lover

LUCY MCGINNIS: OPINIONS

LUCY MCGINNIS

You are young and beautiful, secretary, true believer and devoted follower of Adamski, a fellow theosophist who also believes in universal peace and love. You've seen strange things in the desert - space ships and extraterrestrials from a distance as Adamski chatted with orthon of Venus. How you wish you could have been by his side! He is a great man. He is also your lover, and you love him is a cosmic way. You are also sort of in love with his feiry sometime-rival, George Hunt Williamson. Universal love can be awkward. So can the hateful glares of Alice K. Wells, Adamski's ancient amanuensis. In the end you need to find a place for yourself doing important work and preparing for the coming of the saucer-men.

GOALS

DAVIDSON: Busybody scientist
LESLIE: British life of the party
LOGHEADE: Summertime lover
WILLIAMSON: Jeek and con man
MCGINNIS: Romantic trial and hussy
HONEY: Ambitious upstart
ADAMSKI: Old time lover and huge fan

ALICE K. WELLS: OPINIONS

ALICE K. WELLS

In your late fifties, you have been Adamski's lover and financial backer since 1934. A devoted follower, it was your money that allowed the Professor to work undisturbed and built Palomar Gardens up from nothing. When a reporter asked you about the Professor recently, you said "His name is a symbol of hope, of understanding in the midst of confusion, a promise of happiness and Life Eternal when Nature's Cosmic laws are obeyed." Like many great men, Adamski is something of a wandering goat, and you occasionally need to return him to your own gentle pasture. That time has again arrived. In addition, as the Professor's first and best acolyte, you'd very much like to be appointed Galactic Ambassador tonight.

End the evening in an exclusive relationship with Lucy McGinnis
Obtain complete funding for your travels

GOALS

DAVISON: Outside, can he be trusted?

LESLIE: Writes, on vacation, tool

WEILS: Money man's girlfriend, Adamski's girlfriend and first

LOUGHHEAD: Money man

MCGINNIS: Secret lover, a friend of spring

HONEY: Interacting scientist

ADAMSKI: Lovable blowhard

GEORGE HUNT WILLIAMSON: OPINIONS

GEORGE HUNT WILLIAMSON

After dabbling in honest work and fascism, you found your true calling. You are an enthusiastic Adamski disciple and aspire to his level of success in the field. Like many others, you have witnessed strange occurrences in Adamski's company deep in the desert. For the last few years, to Adamski's intense irritation, you have been contacting the Space Brotherhood yourself - first by Ouija board, then by shortwave radio, and lately - experimentally, by telepathically channeling them through yourself. You published "The Saucers Speak" to marginal success and are preparing new revelatory transcripts with the support of Dr. Loughead. In them you reveal your deep conversations with peaceful aliens like Actar of Mercury. In a true gesture of fence-mending brotherhood, Adamski has promised to make you Galactic Ambassador tonight!

Learn the truth about Williamson as a cheat, a fraud, and a rouser
Expose Williamson as a book deal, or both

GOALS

DAVISON: Someone with secrets you want

WEILS: Adamski's #1 fan and lover

LOUGHHEAD: The man who can fund your next book project

WILLIAMSON: Adamski's rival, secret lover of McGinnis

MCGINNIS: A beautiful innocent expelled by Williamson

HONEY: Writes, collaborates, friend

DESMOND LESLIE OPINIONS

DESMOND LESLIE

You are the co-author of "Flying Saucers Have Landed", having done all the work and sharing the byline of the famous Adamski. Still, you get along famously with the Professor and greatly enjoy his company. He's promised you a visit from "The Boys", as he likes to call the saucer-men, and you are very keen to meet one. You don't care for the ambitious little sycophants who surround the Professor and wouldn't mind knocking them all down a few pegs. Adamski is certainly on your side in this - he's decided to make you Galactic Ambassador tonight! With that title, you can write your own book without sharing the credit (and the money). You are married and have three children back in England, but that's never really slowed you down.

Commit your money to the cause of Cosmic Brotherhood
Convince Alice K. Wells to leave Adamski for you

GOALS

DAVIDSON: Government skeptic who no doubt possesses interesting secrets

WILLIAMSON: First follower of the Great One and your occasional lover

WELLS: Ambitious upstart and foreign Percy-Pants

MCGINNIS: Secretary to the Great One

HONEY: Sidekick of the Great One

ADAMSKI: The Great One

Make a true friend while learning the truth about flying saucers
End the evening with the single worst of Adamski's minions exposed as a liar, a cheat and a fraud

GOALS

LESLIE: Wide-eyed truth-seeker or grifter? hard to say.

WELLS: Naïve old fool #2

LOUGHHEAD: Naïve old fool

MCGINNIS: Pretty girl caught in a web

ADAMSKI: Con man who believes his own graft

LEON DAVIDSON: OPINIONS

DR. CHARLES LAUGHEAD: OPINIONS

DR. CHARLES LAUGHEAD ("Lock-Heed")

You are a wealthy midwestern physician, a veteran of several millenarian groups including Mrs. Keech's failed doomsday cult (December 20, 1954 came and went, and so did you). Now you've hitched your wagon to a star - Adamski and his brilliant, energetic circle. You are financing the publication of Williamson's new transcripts and have struck up an illicit relationship with the radiant and stately Alice K. Wells. You still have a pile of money and are deciding exactly how you want to spend it. The man who introduces you to an extraterrestrial (or the saucer-man himself, if he's hard up) will certainly get every penny.

You are a chemical engineer at Los Alamos Scientific Laboratory, a hard-headed scientist who has seen some strange things in your day (Green fireballs over the New Mexico desert were just the beginning). You are convinced that the CIA is manipulating Adamski for its own unfathomable ends, possibly by manufacturing his flying saucer encounters, and are determined to ferret out proof. You don't buy into the Adamski cult but are welcomed nonetheless - and if you see a flying saucer tonight, everything will change. You're ... open to persuasion.

If you learn a secret legitimately, you can do whatever you want with that information. If you learn a secret by mistake, just pretend you didn't. If you want to spread disinformation, by all means go ahead.

If you learn a secret by mistake, just pretend you didn't. If you want to spread disinformation, by all means go ahead.

If you learn a secret by mistake, just pretend you didn't. If you want to spread disinformation, by all means go ahead.

Once per hour - so three times during the game - you can force another player to privately reveal their secret role to you. You do this by pointing both index fingers at them, looking them in the eye, and saying "Seriously now. Who are you?" This transaction should be done in private.

Play nice. No fighting, wrestling, chasing, grabbing, or nonsense. Other forms of contact can be implied or acted out, but only consensually. For example, if you want to steal something, ask the player you are stealing from to help you make it a fun moment.

SECRET

EXTRA SECRET

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You are an AGENT OF THE UNITED STATES CENTRAL INTELLIGENCE AGENCY. Your mission is to infiltrate the Adamski organization and feed him flying saucer-related information that will serve to discredit the serious investigation of the very troubling, very real phenomena. Adamski is an avowed Communist, clown and con man, and a useful tool for the Agency's global disinformation campaign.

Questions? Ask a facilitator.

You have engineered a fake flying saucer. It is quite spectacular - the best that the CIA Directorate of Operations could gin up. If you want it to appear at any time, talk to your game's facilitator.

GOAL

Persuade Adamski to publicly discredit himself with your helpful assistance

If you learn a secret legitimately, you can do whatever you want with that information. If you learn a secret by mistake, just pretend you didn't. If you want to spread disinformation, by all means go ahead.

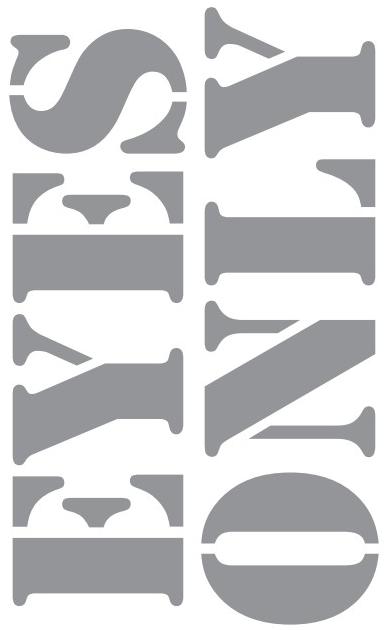
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Play nice. No fighting, swearing, grabbing, or nonsense. Other forms of contact can be implied or acted out, but only consensually. For example, if you want to seal something, ask the player you are stealing from to help you make it a fun moment.

SECRET

EXTRA SECRET



You are IN A SEXUAL RELATIONSHIP WITH SOMEONE UNEXPECTED. You may have lovers listed on your information sheet, but you've got at least one more - most likely of the same sex. Choose a likely candidate and discretely let them read the extra secret card. Like a fool, you've lost a racy love letter from your paramour, signed using nicknames, somewhere around Palomar Gardens.

GOAL

Questions? Ask a facilitator.

End the evening in an exclusive relationship with your lover.

F**I****R****E**
S**I****C****R****E****T**

S**E****C****R****E****T** **'****T****H****E****R****E****R****U****L****E****S**

E**X****T****R****A** **S****E****C****R****E****T**

You have a cheap “space crystal grown on the dark side of the moon” and a crudely faked photograph of a flying saucer. Use these to help commit Adamski to some foolish words.

Questions? Ask a facilitator.

You are actually NORO OF THE SAUCER FLEET. An agent of the Six Planets of Orion, you are here to lay the groundwork for an invasion of Earth. Your mission is twofold: First, to discredit the flying saucer movement by encouraging the Adamski organization's wilder assertions and to provide bogus “evidence” to the true believers in limited and ephemeral doses. Your terrestrial cover story is generally bullet proof.

GOAL

IPersuade Adamski to publicly discredit himself with your helpful assistance.

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Once per hour - so three times during the game - you can force another player to privately reveal their secret role to you. You do this by pointing both index fingers at them, looking them in the eye, and saying “Seriously now. Who are you?” This transaction should be done in private.

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SECRET RULES

SECRET

You are an AGENT OF THE SOVIET UNION. The Soviets are deeply concerned with the flying saucer threat and know that American intelligence is active in the field. Your mission is to infiltrate the Adamski organization and prepare a detailed assessment of what he knows and how he knows it. Adamski is known to have socialist sympathies. You need to form a relationship map of his friends and associates and subtly encourage Adamski's right-thinking natural tendencies toward socialist utopia. You have a Volha-K shortwave transmitter hidden in the desert. Like a fool, you've lost a one-time pad somewhere around Palomar Gardens.

GOAL

Persuade someone at the gathering, perhaps Adamski, to publicly embrace global communism.

Identify and expose any intelligence agents among Adamski's followers.

SECRET RULES

SECRET

You are an AGENT OF THE UNITED STATES AIR FORCE OFFICE OF SPECIAL INVESTIGATIONS. Your mission is to infiltrate the Adamski organization and identify the source of the pro-flying saucer information that is being fed to "The Professor". Someone is filling his head with lies that are causing the Air Force a lot of grief, and you need to get to the bottom of it.

GOAL

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SELLERS

SECRET

You are A GRIFTER who smells gold in the Adamski space brotherhood Tibetan theosophy nonsense. Your real name is Pat Dawes and you are well known to law enforcement. The cult is a comfortable place to be - three meals a day, a warm bed (sometimes shared) - and all the "professor" asks in return is complete agreement with his half-formed ravings, a little light typing, and an occasional trip out to the desert for some skywatching. You can play the eager beaver saucer believer as well as the next person - it gets you closer to the gullible people with the money. Feel free to modify or abandon your public role's goals - it may be all lies anyway.

GOAL

Secretly reveal your "extraterrestrial origins" as Garr from Pluto and con some rube into giving you a pile of cash.

EXTRA SECRET

You have some technical drawings and photos you stole from a defense contractor that look pretty impressive. Use these to convince some fool to give you a lot of money.

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SECRET LEVELS

SECRET

You are actually WAN FOUR OF SAFANIA. You have been in contact with George Hunt Williamson via shortwave on behalf of the Space Brotherhood. That has not been as useful as you would have hoped. You have infiltrated Adamski's organization to identify those who truly believe in world peace and global unity and have good hearts. The time of revelation is near and you need allies. Your terrestrial cover story is generally bullet proof. Humans are unstable and emotional and often react to new ideas with fear and panic, so be careful.

GOAL

End the evening with a pair of pure hearted human allies who completely believe you.

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EXTRA SECRET

You have a weird device called a granicus, imprinted with the symbol of the Space Brotherhood, that you can use to cause a genuine flying saucer to appear if necessary. If you want it to appear at any time, talk to your game's facilitator.

Questions? Ask a facilitator.

EXTRASCIENCE

SECRET THE RULES

You are A CONTACTEE and have been receiving telepathic messages from a being known as Karas the Space Brother, warning you repeatedly that Adamski's group has been infiltrated by a dangerous agent of the evil Six Planets of Orion. Happily, another peaceful Space Brother is also among Adamski's followers, disguised as an Earthling. If you can identify them, the good can defeat the evil. This all seems a little crazy, but you can't argue with telepathy!

GOAL

Meet a genuine extraterrestrial and help them in any way you can.

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End the evening with the money to print your book.

GOAL

You are WRITING A BOOK ON THE SIDE. It will be called “Inside the Saucer Scam” and will blow the lid off the whole flying saucer industry. Whether the expose includes damning material about Adamski or not is entirely up to you, but the project is secret. Unless you are a wealthy donor, you should be looking for one. Like a fool, you’ve lost your book proposal somewhere around Palomar Gardens.

THE RULES SECRET

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Print as many of these as you think you'll need, plus a couple extra.

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THE RULES

A PARTY GUEST

You are A FOLLOWER who wants to bask in the reflected light of all these flying saucer insiders. You've read all the books - Flying Saucers Have Landed, Inside the Space Ships, Pioneers of Space: a Trip to the Moon, Mars and Venus and even Wisdom of the Masters of the Far East, Adamski's first book (which he's not really comfortable discussing for some reason). You occasionally visit Palomar Gardens for intriguing conversation, delicious cocktails and stargazing. Give yourself a name

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GOALS

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Have a good time!

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